

# CREATING A CHARACTER

## Racial Classes

Characters have a racial class; essentially, their species. They have a series of bonuses/penalties depending on the unusual qualities of their race. The classes are as follows;

### Human

By far the most common sentient creatures, most players are expected to be humans.

START STATS:

M7 Sh6 St6 Pw6 Nv6 Int6 Rn1 Ld0 Lk1

MAX STATS:

M9 Sh9 St9 Pw9 Nv10 Int10 Rn13 Ld9 Lk12

### Portune

Portunes are a race of tiny, highly intelligent and immensely rare beings. They look like humans, but are generally considered ugly, with very high foreheads, and are just five inches tall at most.

**Small** – Portunes may never attack in close combat or use any kind of missile weapon. If they are attacked they may not parry but are at –2 to hit.

**Magical** – Portunes may always use as many of their skill slots as they have for spells. They gain a +2 bonus to their nerve in magical combat, and may always take one level one spell skill for free.

**Different** – Portunes do not take careers, but instead only pay 50xp times level for a level up. They may not take combat-related skills, and gain 3 free level 1 OR 2 skills to start with.

START STATS:

M3 Sh0 St0 Pw0 Nv8 Int8 Rn1 Ld0 Lk3

MAX STATS:

M7 Sh0 St0 Pw0 Nv12 Int12 Rn9 Ld0 Lk12

### Grenlach

Grenlachs are about five feet tall at full height, and are generally tough, enterprising and clever. Their huge ears and tough, leathery skin make them stand out on a battlefield.

**Gunner.** When operating any sort of artillery, Grenlachs may add +1 to their shooting.

**Tough.** All melee weapons are at –1 deadliness against Grenlachs.

**Wierd.** Take a –1 penalty to all interpersonal tests with non-Grenlachs.

START STATS:

M6 Sh6 St6 Pw6 Nv7 Int6 Rn1 Ld0 Lk1

MAX STATS:

M8 Sh10 St9 Pw9 Nv10 Int10 Rn8 Ld0 Lk8

### Vampire

A soulless human with a taste for blood, Vampires can be exceptionally powerful characters but as hate figures across much of the world will need careful concealment in order to survive.

**Soulless** Vampires may never take magical skills or be affected by magic.

**Unholy** Vampires are affected by any holy weapons, icons, etc. They will usually be attacked by normal NPCs from anywhere other than the Union.

START STATS:

M7 Sh6 St7 Pw7 Nv7 Int5 Rn1 Ld0 Lk1

MAX STATS:

M9 Sh9 St10 Pw10 Nv10 Int9 Rn8 Ld0 Lk8

### **Werewolf**

Werewolves appear as fairly large, rough humans most of the time. That is, MOST of the time. They can also appear, at will, as savage wolves capable of killing a man with a single bite. This terrifying ability can be used at will, but under a full moon they have no option and must become a werewolf.

**Lycanthrope** Werewolves may, at any time they choose, turn into a wolf. They drop everything they are carrying and all their equipment, and instead gain the very powerful Lycan statline below. If they change back it takes them at least 2 combat turns to get fighting again; one to dress, one to pick up gear.

START STATS:

M7 Sh6 St6 Pw6 Nv6 Int6 Rn1 Ld0 Lk1

LYCAN STATS:

M12 Sh0 St12 Pw12 Nv12 Int2 Rn0 Ld5 Lk6

MAX STATS:

M9 Sh9 St9 Pw9 Nv10 Int10 Rn13 Ld9 Lk12

## **Careers**

Each player must choose a career to start with. This determines their starting character's equipment and base skills. Before they start they are assumed to have 50 crowns (hence some careers lose money for the player). Some careers are barred to some races; the brackets beside each one show which races ARE permitted it.

Starting Career skills **do not** count towards skill limits.

### LEVEL ONE

Infantry Recruit (H, V)

Woodcutter (H, W)

Apprentice Shopkeeper (H)

Boatman (H)

Young Nobleman (H, V)

Apprentice Craftsman (H, G)

Apprentice Priest (H, G)

Beggar/Petty Thief (H, W)

Tinker (H, G)

Vagabond (H, W)

Errand Rider (H)

Apprentice Clerk (H, V)

Vagrant Traveller (H, W, G)

Infantry Recruit

Gain Musket, Bayonet, Uniform, +1 Sh, +1 St.

EXITS: Infantryman, Cavalry Recruit, Powder Carrier, Apprentice Shopkeeper, Woodcutter, Vagabond

#### Woodcutter

Gain axe, Woodsman, Woodsman's Clothes, +2 Pw, +1 St

EXITS: Woodsman, Hunter, Army Scout, Infantry Recruit, Apprentice Craftsman, Vagrant Traveller

#### Apprentice Shopkeeper

Gain +1 Nv, +1Lk, Haggle, Common Clothes, Evaluate Price, +15 crowns

EXITS: Shopkeeper, Apprentice Blacksmith, River Boatman, Apprentice Craftsman, Apprentice Priest, Apprentice Clerk

#### Boatman

Gain +1 Pw, Knife, 4-seat Rowboat w/Oars, Common Clothes, Rope, Seafarer, +1Lk

EXITS: River Boatman, Ferryman, Message Carrier, Errand Rider, Woodcutter, Infantry Recruit

#### Young Nobleman

Gain sabre, Noble's Clothes, Pistol, +1Ld, +1Rn, Schooled, Ride Horse, +10 crowns

EXITS: Cavalry Recruit, Minor Nobleman, Officer-In-Training, Apprentice Priest, Infantry Recruit, Apprentice Clerk

#### Apprentice Craftsman

Gain tools (Same as trade), Common Clothes, Trade(any), Evaluate price, +1St, +1Pw

EXITS: Basic Craftsman, Apprentice Gunsmith, Apprentice Blacksmith, Apprentice Shopkeeper, Tinker, Apprentice Clerk

#### Apprentice Priest

Gain spear, Holy Symbol, Common Clothes, Schooled, Hatred of Non-Humans, +2Nv, +1Ld

EXITS: Shriven Priest, Apprentice Witchfinder, Apprentice Clerk, Vagrant Traveller

#### Beggar/Petty Thief

Lose 40c, Gain lockpicks, rags, +1Nv, +1M, +1Lk, Skill (theft) OR Skill (Begging)

EXITS: Wandering Helper, Thief, Ferryman, Errand Rider, Vagabond, Vagrant Traveller

#### Tinker

Gain Tinker's tools, +1Int, Trade (tinker), Common Clothes, Schooled, Knowledge (Basic Mechanics), Tinker, +1St, d3+4 small machine parts

EXITS: Apprentice Engineer, Apprentice Gunsmith, Powder Carrier, Apprentice Clerk, Apprentice Craftsman

#### Vagabond

Gain fighting knife, rags, 2handed club, clear head, intimidate, +1Nv, +1Pw, +1St

EXITS: Wandering Entertainer, Bandit, Thief, Infantry Recruit, Woodcutter, Petty Thief

#### Errand Rider

Gain Ride horse, Cavalry horse, Battle Club, Common Clothes, +1St  
EXITS: Message Carrier, Army Scout, Cavalry Recruit, Infantry Recruit, Vagrant Traveller, Boatman

#### Apprentice Clerk

Gain +2 Int, Schooled, Pen & Paper, +1Nv, Common Clothes, Knowledge (Geography) OR Knowledge (History)

EXITS: Clerk, Apprentice Scribe, Apprentice Engineer, Apprentice Priest, Tinker, Apprentice Shopkeeper

#### Vagrant Traveller

Gain Dress Wounds, Drive Carriage, Common Clothes, Beast Care (Horses), Fighting Knife, +1Pw

EXITS: Wandering Helper, Wandering Entertainer, Woodsman, Errand Rider, Woodcutter, Boatman

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After choosing a character, the players get 100xp to start with. Xp is awarded throughout the campaign at the GM's discretion for any success (killing a character tends to be 30xcharacter level, wounding 10xlevel, killing a vampire would be a definite +150 at least, making a successful haggle might be +1 or +2).

They may not buy any more equipment prior to the campaign starting, but the GM must make a bonus roll for them on 2d6;

2 Weak-Minded; may never learn astral sight, magicians always win

3 Diseased (-1M, -1 St)

4 Cross-Eyed (-1Sh)

5 Stupid (-1 Int)

6 Scarred (-1 to interpersonal rolls)

7 No bonus

8 Bilingual (may freely take a second language)

9 Inheritance (+25gc)

10 Ambidextrous (May carry weapons in both hands with no penalties)

11 Brother (GM creates a second character who will do just about anything for player)

12 Magically Able

## Career Upgrades

Players can upgrade career and level by paying 100xlevel exp. For this they get their accoutrements for the new career (though any they already have are not duplicated) and the new skills. They may retrain in a career of the same level if it is in their exits (again for 100xlevel), though they may never gain more than one set of stat upgrades per level. They may never go back to a career of a lower level than they are at.

### LEVEL TWO

#### Infantryman

+1Pw, +1Nv, Musket, Bayonet, Uniform

Cavalry Recruit

+1Pw, +1 St, Ride Horse, Cavalry Sabre, Cavalry Horse

Powder Carrier

+1Nv, +1Pw, Uniform

Woodsman

+1 Nv, +1 Sh

Hunter

+2 Sh

Shopkeeper

+1 Pw, +50 crowns

River Boatman

+1 St, +1Nv

Ferryman

Minor Nobleman

Officer-In-Training

Basic Craftsman

Shriven Priest

Apprentice Witchfinder

Thief

Apprentice Engineer

Apprentice Gunsmith

Apprentice Blacksmith

Bandit

Army Scout

Message Carrier

Clerk

Apprentice Scribe

Wandering Helper

Wandering Entertainer

LEVEL THREE

Veteran Infantryman

Cavalryman

Artilleryman

Hired Guard

Forest Ranger  
Frontiersman  
Junior Merchant  
River Boat Captain  
Nobleman  
Junior Officer  
Craftsman  
Town Priest  
Missionary Recruit  
Witchfinder  
Investigator  
Duellist  
Journeyman Engineer  
Gunsmith  
Forge Blacksmith  
Outlaw  
Official  
Purser  
Scribe  
Itinerant Healer  
Travelling Minstrel

#### LEVEL FOUR

Infantry Captain  
Dragoon  
Cavalry Veteran  
Gunner  
Mercenary  
Bodyguard  
Master Forester  
Merchant  
Sea Captain  
Naval Officer  
Major Nobleman  
Junior Officer  
Guild Craftsman  
Barber-Surgeon  
Monk  
Missionary  
Witchfinder Leader  
Spy  
Hired Knife  
Engineer  
Gun Craftsman  
Skilled Blacksmith  
Outlaw Leader  
Diplomat  
Supply Officer  
Scholar  
Apprentice Surgeon

Minstrel

## **Skills and Stats**

See the skills section of the core rules for how arcane and magical skills function. All players start with “Common Knowledge” and “Speak (Native Tongue)”. These do not count towards skill restrictions, and nor do skills gained as part of a career (though upgrades of them do count).

Maximums of “hero” stats (not including skill or ancillary based bonuses) are determined by level as follows:

### Rn

Level 1 – Max 2

Level 2 – Max 4

Level 3 – Max 6

Level 4 – Max 8

Level 5 – Max 10

Level 6 – Max 12

### Lk

Level 1 – Max 2

Level 2 – Max 4

Level 3 – Max 6

Level 4 – Max 8

Level 5 – Max 10

Level 6 – Max 12

### Ld

Level 1 – Max 2

Level 2 – Max 3

Level 3 – Max 5

Level 4 – Max 6

Level 5 – Max 8

Level 6 – Max 9

### SKILL NUMBERS

#### **Level 1 characters;**

Max 5 Level 1 skills

Max 3 Level 2 skills

Max 1 Level 3 skills

Max Total 6 Skills

#### **Level 2 characters;**

Max 6 Level 1 skills

Max 4 Level 2 skills

Max 2 Level 3 skills

Max 1 Level 4 skills

Max Total 8 Skills

#### **Level 3 characters;**

Max 7 Level 1 skills

Max 5 Level 2 skills

Max 3 Level 3 skills

Max 2 Level 4 skills  
Max 1 Level 5 skills  
Max Total 10 Skills

**Level 4 characters;**

Max 8 Level 1 skills  
Max 6 Level 2 skills  
Max 4 Level 3 skills  
Max 3 Level 4 skills  
Max 2 Level 5 skills  
Max 1 Level 6 skills  
Max Total 12 Skills

**Level 5 characters;**

Max 9 Level 1 skills  
Max 7 Level 2 skills  
Max 5 Level 3 skills  
Max 4 Level 4 skills  
Max 3 Level 5 skills  
Max 2 Level 6 skills  
Max Total 14 Skills

**Level 6 characters;**

Max 10 Level 1 skills  
Max 8 Level 2 skills  
Max 6 Level 3 skills  
Max 5 Level 4 skills  
Max 4 Level 5 skills  
Max 3 Level 6 skills  
Max Total 16 Skills

Luck points may be bought as if they were skills then used up; they cost 10xp each.

**SKILL COSTS**

Lvl1 – 15xp

Lvl2 – 30xp

Lvl3 – 75xp

Lvl4 – 150xp

Lvl5 – 300xp

Lvl6 – 500xp

**SKILL TABLES**

**Personal**

- *Duellist*

+1 st in duels – Lvl1

- *Expert Duellist*

+2 st, +1 pw in duels – Lvl3

- *Master Duellist*

+5 st, +2pw in duels – Lvl5

- *Tough*

6+ save to be wounded instead of killed – Lvl2

+ *Very Tough*

5+ save to be wounded instead of killed – Lvl4



+ *Tough as nails*  
-1 to enemy weapon deadliness, 4+ save to be wounded instead of killed – Lvl5  
+ *Superhuman Toughness*  
-3 to enemy weapon deadliness, 4+ save to be wounded instead of killed – Lvl6  
- *Blademaster*  
Player may attempt to parry all attacks made against them. – Lvl 5  
- *Last Gasp*  
This player, when killed, may make another round of actions before dying – Lvl 3  
- *Runner*  
May add +2 to foot movement – Lvl1  
+ *Sprinter*  
May add +4 to foot movement – Lvl5  
- *Leaper*  
May reroll jump checks – Lvl1  
- *Climber*  
May reroll climbing checks – Lvl2  
- *Hide*  
-1 to attempts to see player when hiding – Lvl 1  
+ *Concealed*  
-3 to attempts to see player when hiding – Lvl 4  
+ *Shadow Master*  
Cannot see player when hiding – Lvl 6  
- *Duck blow*  
May take a roll against M at -4 to dodge any close combat attack – Lvl 1  
+ *Dodge*  
May take a roll against M to dodge any close combat attack – Lvl 3  
+ *Great Dodge*  
As dodge, but opponent must also re-roll any successful hits – Lvl 5  
- *Dive*  
Take a roll against M to sacrifice their next action and not get hit by a missile – Lvl 1  
+ *Dodge bullets*  
Take a roll against M to dodge any missile – Lvl 4  
- *Power Charge*  
Gain +1 power in first round of combat – Lvl 1  
+ *Mighty Charge*  
Gain +1 power, +1 st in first round of combat – Lvl 3  
+ *Unstoppable Charge*  
All parries automatically beaten back in first round of combat, +2St in first round of combat – Lvl 5  
- *Hard to Hit*  
Player is at -1 to be hit by all missile weapons – Lvl 4  
- *Swimmer*  
Player can swim well – Lvl 1  
- *Silent*  
Player can move and remain hidden – Lvl 2  
+ *Silent Assassin*  
Player can move or shoot a non-gunpowder weapon and remain hidden – Lvl 4  
- *Slayer*  
Player gets +1 to deadliness on swords and spears – Lvl 2  
- *Hatred (Of)*

+2Pw attacking stated enemy, may not attack other enemies if they are present – Lvl 2

### **Weapon Specialisation**

- *Swordsman*

+1 striking when using a sword – Lvl2

+ *Master Swordsman*

+2 striking when using a sword – Lvl4

+ *Master Swordsman*

Auto striking when using a sword – Lvl6

- *Strongman*

+1 power when using a 2 handed weapon – Lvl2

+ *Bull Strength*

+1 power when using a 2 handed weapon – Lvl4

- *Sniper*

May use a turn to gain +2 shooting when targeting a character using a rifle – Lvl3

- *Quick Shooter*

May shoot twice a turn when using a rifle – Lvl3

- *Pistolier*

+1 shooting when using a pistol – Lvl2

- *Duel Fighter*

May use a knife in the left hand – Lvl2

+ *Duel Master*

May use a sword-type weapon in the left hand – Lvl4

- *Streetfighter*

+2 striking when using a knife – Lvl2

- *Knife Thrower*

May throw a fighting knife as if it were a throwing knife – Lvl3

- *Fire Cannon*

May fire a cannon – Lvl2

- *Fire Artillery*

May fire any artillery pieces – Lvl4

- *Gut Stabber*

Player gets +1 to deadliness on spears – Lvl 2

- *Heart Stabber*

Player gets +2 to deadliness on spears – Lvl 4

- *Bludgeon Killer*

Player gets +1 to deadliness on clubs – Lvl 2

- *Bludgeon Stunner*

Take -1 to deadliness on clubs, but the hit player may never keep fighting – Lvl 2

- *Hurler*

May improvise thrown weapons. – Lvl 1

- *Improvisor*

May improvise 2-handed clubs rather than improvised HWs. – Lvl 2

- *Pick up and...*

Roll off against an opponent and add powers. If player with skill has higher result the person can be thrown, with them and anyone hit taking the damage of 2 throwing weapon hits. – Lvl 4

- *Throw it back!*

On a roll of a 5+ on a d6 may throw a missed grenade back at the thrower (still must roll to hit). – Lvl 3

### **Leader**

- *Good Leader*

Gives +1 to leadership tests made by groups of people – Lvl 2

+ *Great Leader*

Gives +2 to leadership tests made by groups of people – Lvl 4

- *Bark*

Player can be heard from further off – Lvl 3

+ *Mighty cry*

Player can be heard a long way away – Lvl 5

- *War hero*

Temporary +1 Ld for every kill – Lvl 3

+ *Warlord*

Temporary +3 Ld for every kill – Lvl 6

- *Inspiring*

+1 Ld against great odds (GM's decision) – Lvl 4

- *Rabblrouser*

+1 Ld when leading non-soldiers – Lvl 3

+ *Demagogue*

+2 Ld when leading non-soldiers – Lvl 5

- *Trooper*

+1 Ld when leading soldiers - Lvl 2

+ *Captain*

+2 Ld when leading soldiers - Lvl 4

+ *Commander*

+4 Ld when leading soldiers – Lvl 6

### **Interpersonal**

- *Evaluate Price*

Player can work out price for most goods – Lvl 2

+ *Dealfinder*

Player can work out reasonable price for all items – Lvl 4

- *Haggle*

Player gets +1 to rolls to lower prices – Lvl 1

+ *Dealmaker*

Player gets +2 to rolls to lower prices – Lvl 4

+ *Master Trader*

Player always succeeds to rolls to lower prices – Lvl 6

- *Persuasive*

Player is good (+1) at persuading others of their ideas – Lvl 1

+ *Charming*

Player is really good (+2) at persuading others of their ideas –Lvl 3

+ *Silvertongued*

Player is excellent (+4) at persuading others of their ideas – Lvl 5

- *Disguise*

Can conceal their identity better – Lvl 3

+ *Impersonate*

Can pass themselves off as a genuine person as long as they are not present – Lvl 4

- *Intimidate*

Knows how to scare people better – Lvl 3

- *Looker*

+1 to any flirtatious type tests – Lvl 2

+ *Attractive*

+3 to any flirtatious type tests – Lvl 4

### **Skills**

- *Ride Horse*

Can ride a horse (player does not have this skill, player CANNOT RIDE) – Lvl 1

- *Trick Rider*

Lets player manoeuvre their horse better – Lvl 3

- *Drive Carriage*

Can drive a cart or carriage – Lvl 2

- *Drive Engine*

Can drive a Trammech/Traction Engine – Lvl 2

+ *Mend Engine*

Can fix most simpler battlefield kit effectively – Lvl 4

- *Tinker*

Can attempt to fix most simpler mechanisms – Lvl 2

+ *Make Engine*

Can create simple mechanisms from scratch – Lvl 3

+ *Engineer*

Can create, design, invent and fix mechanisms – Lvl 5

- *Quick Thinker*

+1 to ANY Int based roll – Lvl 3

- *Clear head*

Can consume a lot more alcohol than others and still remain functional – Lvl 2

- *Dress wounds*

Can make heal rolls at -2 – Lvl 1

+ *Barber-Surgery*

Can make heal rolls – Lvl 3

+ *Surgery*

Can make heal rolls at +2 – Lvl 6

- *First Aid*

On a 6 on a d6 can turn a person within 5m from “dead” to “wounded” in the turn they “die” – Lvl 3

- *Woodsman*

Knows about basic shelter building, tracking – Lvl 1

+ *Woodcraft*

Can effectively track animals, find game, build good hidden shelters – Lvl 3

+ *Master Forester*

Expert on the ways of forestry – Lvl 6

- *Prepare Bushmeat*

Can turn hunted animals into 1 day of supplies – Lvl 1

+ *Hunter*

Can turn hunted animals into 2 days of supplies, +1 to shoot animals – Lvl 2

- *Navigate*

Can read maps effectively – Lvl 1

- *Schooled*

Can read, write, do maths – Lvl 1

+ *Literate*

Can read and write very effectively – Lvl 3

- *Boatman*

Can row, sail basically – Lvl 1

+ *Seafarer*

Knows workings of small ships – Lvl 3

+ *Sea Captain*

Knows workings of large ships – Lvl 4

## Misc

- *Beast care (animal group)*

Player can care for a type of animal; farm beasts, horses or dogs are common groups with camels or wolves being less common – Lvl 2

+ *Beast training (animal group)*

Player can train and work well with animals in the given group – Lvl 4

+ *Beast empathy (animal group)*

Player has total empathy with animals, who will do anything for them – Lvl 5

- *Speak Foreign Tongue (X)*

Player can speak second/third/fourth language – Lvl 3

- *Knowledge (Of X)*

Player knows about subject – Lvl 1

+ *Academic Knowledge*

Player knows about subject academically – Lvl 3

+ *Expertise (of X)*

Player knows EVERYTHING about subject – Lvl 5

- *Trade (X)*

Player has professional ability in an area – Lvl 1

+ *Guild Trade (X)*

Player is practical expert in subject – Lvl 3

+ *Mastery (X)*

Player is world practical expert in subject – Lvl 5

- *Knack (X)*

Miscellaneous skill, eg ropework, theft, lockpicking, lyre playing – Lvl 1

+ *Skill (X)*

Miscellaneous skill, eg ropework, theft – Lvl 3

+ *Mastery (X)*

Miscellaneous skill, eg ropework, theft – Lvl 6

## Arcane

- *Second Sight*

Allows the character to engage in Magical combat if attacked – level 2

- *Dispel Magic*

This allows the user to engage in magical combat with any caster attempting to cast a spell near them, as follows;

Level 2 – Spell on themselves

Level 4 – Spell on known characters within 10m

Level 6 – Spell on anyone within 15-20m

### **Magic**

- Suppress Will – Level 3

This allows the caster to take control of the mind of one enemy character; the caster may then immediately use the model they have taken to do one turn's worth of actions, which may include charging their own side, casting magic, firing a missile weapon (but not artillery), and so on. If the model it is being cast on has a skill allowing it, the casters may engage in magical combat. At the end of the turn the character returns to its own player's control.

- Control Will - Level 6

This allows the caster to take control of the mind of one enemy character; the caster may then immediately use the model they have taken as if it were their own, which may include charging their own side, casting magic, firing a missile weapon (but not artillery), and so on. If the model it is being cast on has a skill allowing it, the casters may engage in magical combat. The caster may not use any other magical skills while using this spell, but may continue his control of the character/model indefinitely.

- Destroy Mind – Level 1

This allows the caster to destroy the mind of one enemy; as this is a weak spell, the model may fight back even if it couldn't normally. If the character loses the fight, it is removed as a casualty.

- Vanquish Mind – Level 4

This allows the caster to destroy the mind of one enemy. If the character loses the fight or cannot fight back, it is removed as a casualty.

- Create Terror – Level 4

This forces an instant nerve test on the character it is cast on as if a terrifying enemy had attacked them.

- Summon Elementals – Level 3

May summon elementals of the following levels; choose a single element when gaining the spell. The order shown is Fire/Water/Earth/Air

-Pyron/Nymph/Rock Imp/Wind Sprite

-Fire Devil/Nixie/Golem/Rain Spirit

-Drake/Aguan/Dryad/

-Lesser Dragon/River Naiad/Earth Spirit/

-Greater Dragon/Sea Naiad/Musgoso/

-Fire Demon/Lantarn/Oberon/Thunderbird